

WHAT IS CLAIMED IS:

1. A gaming apparatus comprising:
 - a variable display unit configured to variably display a plurality of symbols;
 - 5 a front side display unit located in front of the variable display unit and configured to enable viewing of the symbols displayed by the variable display unit;
 - a concealing unit located between the variable display unit and the front side display unit and configured to temporarily conceal the display of the variable display unit;
 - 10 an internally winning prize determiner configured to determine an internally winning prize;
 - a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner; and wherein,
 - 15 a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.
2. A gaming apparatus according to claim 1, wherein the concealing unit comprises a shutter which can conceal an arbitrary position.
- 20 3. A gaming apparatus according to claim 1, wherein the concealing unit comprises a shutter which can conceal a prescribed position.
4. A gaming apparatus according to claim 2, wherein the shutter comprises a
25 non-transparent sheet which is slidable.
5. A gaming apparatus according to claim 2, wherein the shutter comprises a

panel configured by a liquid crystal display or a transparent electronic luminescent display.

6. A gaming apparatus according to claim 3, wherein the shutter comprises a
5 non-transparent sheet which is slidable.

7. A gaming apparatus according to claim 3, wherein the shutter comprises a
panel configured by a liquid crystal display or a transparent electronic luminescent
display.

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8. A gaming apparatus according to claim 1, further comprising a plurality of
stoppers configured to stop the varying of display of the variable display unit.